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Kekoa Proudfoot, William R. Mark, Svetoslav Tzvetkov, Pat Hanrahan

 August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

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Real-time graphics hardware is becoming programmable, but this programmable hardware is complex and difficult to use given current APIs. Higher-level abstractions would both increase programmer productivity and make programs more portable. However, it is challenging to raise the abstraction level while still providing high performance. We have developed a real-time procedural shading language system designed to achieve this goal.

Our system is organized around multiple *computation* ...

Keywords: *graphics hardware, graphics systems, rendering, shading languages*

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J. Marks, B. Andalman, P. A. Beardsley, W. Freeman, S. Gibson, J. Hodgins, T. Kang, B. Mirtich, H. Pfister, W. Ruml, K. Ryall, J. Seims, S. Shieber

 August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press/Addison-Wesley Publishing Co.

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